

MARTIAL ADEPT

A FAN-MADE CLASS FOR D&D 5TH EDITION

VERSION 1.1A

CREDITS

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Last updated September 6, 2015

Based on *Tome of Battle: The Book of Nine Swords* by Richard Baker, Matthew Sernett, and Frank Brunner, which is property of Wizards of the Coast.

Designer Notes: *Tome of Battle* is an interesting book from the end of 3rd edition's life cycle featuring truly large-than-life martial classes. It doesn't translate perfectly to 5e at all, as 5e is a much lower-numbers, lower-action-economy game. However, the setup of psionics in July's *Unearthed Arcana* inspired me to give it a try, basing stances and maneuvers off the passive/active concentration setup of psionic disciplines.

If you come across this homebrew and have something to say about it, please track me down and do so!

The logo for Dungeons & Dragons, featuring the words "DUNGEONS" and "DRAGONS" in a bold, white, serif font, separated by a stylized ampersand. The logo is set against a red background with a jagged, flame-like border.

MARTIAL ADEPT

A half-orc stands in the midst of battle, surrounded on all sides. With a flourish of his maul, his form is wrapped in fire, a living hellstorm embracing his enemies.

An elf's words reflect off her very blade. Her spirit reaches out to her comrades, who charge forward, empowered. The enemy horde is felled with a decisive group strike.

A halfling charges forward into battle. In a blink, he appears behind his opponents, striking them down before they can react.

Martial adepts are wizards of the blade. With mind and steel as one, they carve bloody swaths through the enemy lines. An adept is not some fool with a sword and a death wish. A martial adept is the true, unmistakable master of the battlefield.

DISCIPLES OF THE SWORD

Fighters dedicate themselves to mastering the power of armor and weapon. Martial adepts are very similar, but they go about much stranger, ritualistic paths to attain power. By focusing on the blade, their bodies, and the world around them, martial adepts unlock the powers of the nine martial schools, allowing them to perform superhuman (or outright supernatural) feats of strength and agility.

Adepts can be found in all roles on the front lines. Some rush into battle with great ferocity, striking down foes before they can react while absorbing any damage that's thrown at them. Others reach out to allies with their fighting spirit,

healing wounds and sending their comrades back into battle with new-found vigor.

CREATING AN ADEPT

As a martial adept, you should focus on why and how you fight. Think about why you take to combat. Do you seek a specific goal, reinforced by piety and justice? Do you seek combat for the sake of it, for bloodshed and glory? Perhaps instead you focus on the martial arts for the sake of knowledge itself. These questions will greatly influence your path as an adept, especially as you choose a martial discipline.

You can work with your DM to determine how you came upon these powers. Some martial adepts are the students of skilled masters. Others have delved into ancient tomes and unlocked the secrets of ancient warriors. A rare few have an innate ability toward blade magic. How you come upon your power can determine how and why you fight.

MULTICLASSING

To qualify for a level of martial adept when multiclassing, your Strength and Wisdom scores must be 13 or greater. When you gain a level in martial adept, you gain proficiency with light armor, medium armor, shields, simple weapons, and martial weapons if you do not already have it.

QUICK BUILD

You can make a martial adept quickly following these suggestions. First, make Strength your highest ability score.

THE MARTIAL ADEPT

Level	Proficiency Bonus	Features	Adept Points	Adept Maximum
1st	+2	Blade Magic, Martial School (1st)	—	—
2nd	+2	Adept Power	4	2
3rd	+2	Martial Discipline	6	2
4th	+2	Ability Score Improvement	6	2
5th	+3	Extra Attack	14	3
6th	+3	Martial School (2nd)	14	3
7th	+3	Martial Discipline feature	17	3
8th	+3	Ability Score Improvement	17	3
9th	+4	—	27	5
10th	+4	Disciplined Focus	27	5
11th	+4	Martial School (3rd)	32	5
12th	+4	Ability Score Improvement	32	5
13th	+5	—	38	6
14th	+5	Skilled Adept	38	6
15th	+5	Martial Discipline feature	44	6
16th	+5	Ability Score Improvement	44	6
17th	+6	—	57	7
18th	+6	Martial School (4th)	57	7
19th	+6	Ability Score Improvement	64	7
20th	+6	Stance Mastery	64	7

Martial adepts are primarily focused on melee combat, and Strength-based weapons contribute greatly to this. Your next-highest score should be Wisdom, as your specialized martial powers are dependent on this. Second, choose the sage background. Third, choose the Iron Heart martial school.

CLASS FEATURES

As a martial adept, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per martial adept level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per martial adept level after 1st

PROFICIENCIES

Armor: Light, medium, and heavy armor, and shields

Weapons: Simple weapons, martial weapons

Tools: Choose one type of artisan's tools

Saving Throws: Wisdom, Strength

Skills: Choose two skills from Acrobatics, Arcana, Athletics, History, Insight, Intimidation, Perception, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) two martial weapons or (b) a martial weapon and a shield
- (a) five javelins or (b) any simple melee weapon
- (a) an explorer's pack or (b) a dungeoneer's pack
- Chain mail

BLADE MAGIC

As a martial adept, you are a student of blade magic. You can master and use several of nine known martial schools.

MARTIAL SCHOOLS

At 1st level, you know one martial school of your choice. You learn an additional school of your choice at 6th, 11th, and 17th level. When you gain a martial adept level, you can exchange a school you know for one you do not.

ADEPT POWER

At 2nd level, you unlock the power of your growing martial prowess.

ADEPT POINTS

You gain a pool of adept points based on your martial adept level, as shown in the Adept Points column of the Martial Adept table. Your adept point total returns to its maximum after you finish a long rest.

ADEPT MAXIMUM

You have a maximum number of adept points you can spend to activate a maneuver based on your martial adept level, as shown in the Adept Maximum column of the Martial Adept table.

ADEPT ABILITY

Wisdom is your adept ability for your martial school stances and maneuvers. Your insight into the workings of the world, yourself, and your blade allows your powers to manifest. You use your Wisdom modifier when setting the saving throw DC for a martial school maneuver. If a maneuver allows you to cast a spell, it uses your maneuver save DC and Wisdom as your spellcasting ability modifier.

Maneuver save DC = 8 + your proficiency bonus + your Wisdom modifier

MARTIAL DISCIPLINE

At 3rd level, you finally choose the strict discipline which you will adhere to, specializing in your specific types of blade magic. Choose Crusader, Swordsage, or Warblade, all detailed at the end of the class description. The discipline you choose grants you features at 3rd level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

DISCIPLINED FOCUS

At 10th level, your focus becomes unmatched. You automatically succeed on Constitution saving throws to maintain concentration on a martial school stance.

SKILLED ADEPT

Beginning at 14th level, you regain 5 adept points when you complete a short rest.

STANCE MASTERY

At 20th level, you achieve the pinnacle of martial prowess. Choose one martial school that you know. You now benefit from that school's stance benefits even if you are not concentrating on that school. You can choose a different martial school for this feature after a short or long rest.

MARTIAL DISCIPLINE

Not all martial adepts approach blade magic in the same way or learn it for the same reason. Your martial discipline determines your reasons and method for learning such powerful martial abilities.

CRUSADER

Like paladins, crusaders are often devoted knights and agents of the divine. They are, above all else, dedicated. They can slough through damage like few others can, driving fear into their enemies. Their blade magic is often little more than a means to an end, good or evil.

STEELY RESOLVE

At 3rd level, you gain a delayed damage pool that allows you to delay the effects of injury. When you are attacked, any hit point damage you are dealt is instead added to your delayed damage pool. Your delayed damage pool can hold a number of points equal to your martial adept level + your Wisdom modifier. Any damage beyond that is inflicted to your hit points. Your delayed damage pool resets to 0 if you drop to 0 hit points.

At the end of your turn, you take necrotic damage equal to the total stored in the delayed damage pool, which resets to 0. This damage cannot be reduced. Any healing you receive can either regenerate your normal hit points or decrease your delayed damage pool.

FURIOUS COUNTERSTRIKE

Starting at 3rd level, you can channel the pain of your injuries into a terrific rage that lets you lash out at your enemies. When you hit with a melee weapon attack, you can deal additional damage equal to your delayed damage pool. You can only deal this damage once per turn.

ZEALOUS RESISTANCE

At 7th level, when you would take damage from your delayed damage pool, you can spend 1 or more adept points. The

damage you take from your delayed damage pool is reduced by 3 for each adept point you spend.

INQUISITOR RITUALS

At 7th level, you gain the ability to cast *zone of truth* and *detect evil and good*. Your spellcasting ability for these spells is Wisdom. Once you cast a spell using this feature, you cannot cast it again until you complete a long rest.

DIE HARD

At 15th level, your resolve makes you nearly unstoppable. When you would take damage from your delayed damage pool, you can instead choose to regain that many hit points. Once you've used this ability, you cannot use it again until you finish a short or long rest.

SWORDSAGE

Swordsages focus on the power of the body and mind, studying themselves and others to unlock incredible powers. They are sometimes known as "blade wizards," lightly-armored masters of blade magic who study for the sake of knowledge itself.

BLADE WIZARDRY

At 3rd level, you learn two cantrips of your choice from the wizard spell list. Your spellcasting ability for these cantrips is Wisdom. You learn one more at 7th and 10th level.

You also gain the ability to cast *mage armor* at will, targeting yourself. When cast in this way, your AC becomes 13 + your Wisdom modifier, instead of Dexterity.

You do not need material components to cast spells gained from this feature.

MAGIC ATTUNEMENT

At 7th level, you gain the ability to cast *detect magic* and *magic weapon* at will. You can also cast *counterspell* and *dispel magic*, though once you do so you cannot cast it again until you finish a short or long rest. Your spellcasting ability for these spells is Wisdom. When cast using this feature, a spell does not require concentration but ends early if you cast it again.

BANE MAGE

Beginning at 7th level, when you hit a creature with a ranged spell attack, you can use your bonus action to teleport to an unoccupied space within 5 feet of it.

MAGICAL REBUKE

Beginning at 15th level, when you succeed on a saving throw against a spell cast by a creature you can see within 60 feet of you, you can use your reaction to cast a cantrip targeting

that creature. The cantrip must require a ranged attack roll and have a range of 60 feet or more.

WARBLADE

Bred for war, warblades are true masters of the blade. They are swift, strong, enduring, and above all else, confident. Unlike the swordmage, who studies blade magic for the sake of knowledge, or the crusader, whose blade magic is a means to an end, the warblade knows blade magic purely for the sake of battle.

FIGHTING STYLE

At 3rd level, you adopt a particular fighting style as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

BATTLE MASTERY

At 7th level, choose one martial school that you know. Each maneuver in that school costs you 1 less adept point, to a minimum of 1. When you use a maneuver in that school that costs a variable amount of points, you initiate it as if you used 1 more adept point than normal. Your adept point maximum is applied before this reduction. Starting at 15th level, the maneuvers cost 2 less adept points, to a minimum of 1.

You can change the martial school for this feature whenever you complete a long rest.

BATTLE ARDOR

Starting at 7th level, defeating an enemy in battle can forge a lifelong bond. When you would drop a creature that shares a language with you to 0 hit points with a melee weapon attack, make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight). The creature instead drops to 1 hit point. If you win the contest, the creature is friendly to you for 24 hours, respecting your martial prowess.

You and creatures of your choice have advantage on Charisma checks directed at the creature. The creature is helpful, providing you with information if you ask for it, but it will not endanger itself or follow your commands blindly.

Once you succeed on the contest for this ability, you cannot use it again until you complete a long rest.

MARTIAL FLEXIBILITY

Beginning at 15th level, choose one martial school you know. You can perform maneuvers from this school even when you are not concentrating on that school's stance. You can change the school for this feature when you complete a long rest.

ADEPT PATHS

This variant presents the martial adept's disciplines as a series of class options for D&D's core classes.

MULTICLASSING

Blade magic, like spellcasting, has special rules when gained from multiple classes. The following rules describe how multiclassing effects specific features surrounding blade magic.

Martial School(s). If you gain the Martial School or Martial Schools feature from two or more classes, you do not learn a new martial school for each instance. You can only learn martial schools equal to the greatest number you've learned from a single class. For instance, if you gain a martial school from the Oath of the Crusader, you would not gain another from the Warblade martial archetype unless you gained 10 levels in fighter.

Adept Maximum. If you gain the Adept Maximum feature from two or more classes, your adept maximum is equal to the greatest value available to you from among the applicable classes.

Adept Points. If you have the Adept Points feature from two or more classes, add your levels in each class together to determine your total adept points based on the Martial Adept table. If you have the feature from the Warblade martial archetype, count only a third of your fighter levels.

Adept Ability. If you have the Adept Ability feature from two or more classes, you can choose which ability to use for your martial schools and maneuvers.

OATH OF THE CRUSADER

Under this variant, the crusader becomes a paladin oath, chosen at 3rd level. When you choose the Oath of the Crusader, you gain the following features.

TENETS OF THE CRUSADER

The tenets of the Oath of the Crusader are largely focused on how crime, sin, and other wrongdoings are approached. You uphold the law but treat those who break it fairly. You try to be as objective as possible, and you use your blade magic to protect and serve others instead of yourself.

Selflessness. Your power is meant to serve others alone. You never use your divine powers or blade magic without the needs of others in mind, nor do you use them to further your own greed or self-interest.

True Justice. Justice is your creed. Those accused of wrongdoing deserve a fair trial, by combat or jury. Those found innocent must be protected from the reaction of the mob.

Swift Punishment. Those found guilty are deserving of swift punishment. Cruel and unusual punishment must be stopped at all costs, as even the guilty can be worthy of salvation.

Second Chances. Those that have atoned are deserving of a modicum of trust. Do not let your prejudices cloud your judgment.

DIVINE BLADE MAGIC

In place of oath spells, the Oath of the Crusader grants you the power of martial adepts.

MARTIAL SCHOOL

At 3rd level, you learn one martial school of your choice. When you gain a paladin level, you can exchange this school for another.

DIVINE ADEPT

Unlike other adepts, your blade magic is powered by your divine spellcasting ability. While you are not incapacitated, you can expend any number of spell slots of 5th level or lower to gain adept points, requiring no action. Each spell slot gives you a different number of adept points, as shown in the Gaining Adept Points table. These adept points last until you finish a long rest. In most cases, it is best to only expend spell slots when you activate a maneuver, to avoid wasting adept points or spell slots.

GAINING ADEPT POINTS

Spell Slot Level	Adept Points Gained
1st	2
2nd	3
3rd	5
4th	6
5th	7

ADEPT MAXIMUM

You have a maximum number of adept points you can spend to activate a maneuver based on your paladin level, as shown in the Crusader Adept Maximum table.

CRUSADER ADEPT MAXIMUM

Paladin Level	Adept Maximum
1st	—
2nd – 4th	2
5th – 8th	3
9th – 12th	5
13th – 16th	6
17th – 20th	7

ADEPT ABILITY

Charisma is your adept ability for your martial school stances and maneuvers. Your force of will powers both your divine magic and your blade magic. Your maneuvers and spells cast through them use the same save DC as your paladin spells.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following Channel Divinity option.

Steely Resolve. For 1 minute, you gain a delayed damage pool that allows you to delay the effects of injury. When you are attacked, any hit point damage you are dealt is instead added to your delayed damage pool. Your delayed damage pool can hold a number of points equal to your paladin level + your Charisma modifier. Any damage beyond that is inflicted to your hit points. Your delayed damage pool resets to 0 if you drop to 0 hit points.

At the end of your turn, you take necrotic damage equal to the total stored in the delayed damage pool, which resets to 0. This damage cannot be reduced. Any healing you receive can either regenerate your normal hit points or decrease your delayed damage pool.

When you hit with a melee weapon attack, you can deal additional damage equal to your delayed damage pool. You can only deal this damage once per turn.

Perfect Order. When a creature within 30 feet of you rolls a d20, you can use your reaction to make the roll result be 2 or 11, your choice. You may choose to do this after seeing the roll result but before its effects are applied.

AURA OF IMMORTAL FORTITUDE

Beginning at 7th level, your unstoppable dedication to justice empowers those around you. While you are not incapacitated, when a friendly creature other than you within 10 feet of you drops to 0 hit points, it instead drops to 1 hit point. Once a creature benefits from this effect, it cannot benefit from it again until it finishes a short rest.

At 18th level, the range of this aura increases to 30 feet.

UNENDING RESOLVE

At 15th level, you gain the benefits of your Steely Resolve Channel Divinity option as long as you are not incapacitated. You also gain access to the following Channel Divinity option:

Adamantine Resolve. As a bonus action, you steel yourself against your enemies. For 1 minute, you do not take damage from your delayed damage pool at the end of your turn.

ETERNAL CRUSADE

At 20th level, you can summon the spirits of ancient justice-bringers into yourself using your action. For 1 minute, you gain the following benefits:

- You do not take damage from your delayed damage pool at the end of your turn.
- When you use this ability, choose a number of creatures within 10 feet of you. Each creature also benefits from your Steely Resolve Channel Divinity option for the duration, using your paladin level and Charisma modifier.
- You can use a martial maneuver that costs 3 adept points or less without expending adept points. You can use a martial maneuver that costs a variable amount of adept points as if you spent 3 adept points to use it.

Once you use this ability, you can't use it again until you finish a long rest.

WAY OF THE SWORDSAGE

Under this variant, the swordmage becomes a monastic tradition, chosen by monks at 3rd level. When you choose the Way of the Swordmage, you gain the following features.

SAGE WEAPONRY

At 3rd level, you gain proficiency with martial melee weapons. You can treat any weapon that does not have the two-handed or heavy property as a monk weapon.

SUBLIME BLADE MAGIC

As a swordmage, you are a student of blade magic. You can master and use several of nine known martial schools.

MARTIAL SCHOOL

At 3rd level, you learn one martial school of your choice. When you gain a monk level, you can exchange this school for another.

KI ADEPT

Unlike other adepts, you power your blade magic through your own ki. When you initiate a maneuver of the martial school you learned through this monastic tradition, you spend ki where you would otherwise spend adept points.

ADEPT MAXIMUM

You have a maximum number of ki points you can spend to activate a maneuver based on your monk level, as shown in the Adept Maximum column of the Swordmage Monk table.

THE SWORDSAGE MONK

Monk Level	Adept Maximum
1st – 2nd	—
3rd – 4th	2
5th – 8th	3
9th – 12th	4
13th – 16th	5
17th – 20th	6

ADEPT ABILITY

Wisdom is your adept ability for your martial school stances and maneuvers. Your insight into the workings of the world, yourself, and your blade allows your powers to manifest. Your maneuvers and spells cast through them use the same save DC as your ki features.

BLADE WIZARDRY

At 6th level, gain a number of magical abilities.

Cantrips. You learn two cantrips of your choice from the wizard spell list. Your spellcasting ability for these cantrips is Wisdom. You learn one more at 10th and 15th level.

Ki-Empowered Weapon. Monk weapons you wield also benefit from your Ki-Empowered Strikes feature.

Weapon Specialist. Your bonus action attack from Martial Arts and your unarmed strikes with Flurry of Blows can instead be made using a monk weapon you are wielding.

MAGIC ATTUNEMENT

At 11th level, you gain the ability to cast *detect magic* at will or spend 3 ki points to cast *counterspell* or *dispel magic*. Your spellcasting ability for these spells is Wisdom.

BANE MAGE

Beginning at 11th level, when you hit a creature you can see with a ranged spell attack, you can use your bonus action to teleport to an unoccupied space within 5 feet of it.

FLEXIBLE ADEPT

Beginning at 17th level, when you complete a long rest, you can exchange the martial school you learned through this monastic tradition for another you do not know. You must spend at least 1 hour of the long rest meditating.

WARBLADE

Under this variant, the warblade becomes a martial archetype, chosen by fighters at 3rd level. When you choose the Warblade, you gain the following features.

BLADE MAGIC

As a warblade, you are a student of blade magic. You can master and use several of nine known martial schools.

MARTIAL SCHOOL

At 3rd level, you learn one martial school of your choice. You learn an additional school of your choice at 10th level. When you gain a fighter level, you can exchange a school you know for one you do not.

ADEPT POINTS

You gain a pool of adept points based on your fighter level, as shown in the Adept Points column of the Warblade Fighter table. Your adept point total returns to its maximum after you finish a long rest.

ADEPT MAXIMUM

You have a maximum number of adept points you can spend to activate a maneuver based on your fighter level, as shown in the Adept Maximum column of the Warblade Fighter table.

THE WARBLADE FIGHTER

Fighter Level	Adept Points	Adept Maximum
1st – 2nd	—	—
3rd	4	2
4th – 6th	6	2
7th – 9th	14	3
10th – 12th	17	3
13th – 15th	27	5
16th – 18th	32	5
19th – 20th	38	6

ADEPT ABILITY

Wisdom is your adept ability for your martial school stances and maneuvers. Your insight into the workings of the world, yourself, and your blade allows your powers to manifest. You use your Wisdom modifier when setting the saving throw DC for a martial school maneuver. If a maneuver allows you to cast a spell, it uses your maneuver save DC and Wisdom as your spellcasting ability modifier.

Maneuver save DC = 8 + your proficiency bonus + your Wisdom modifier

BATTLE ARDOR

Starting at 7th level, defeating an enemy in battle can forge a lifelong bond. When you would drop a creature that shares a language with you to 0 hit points with a melee weapon attack, make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight). The creature instead drops

to 1 hit point. If you win the contest, the creature is friendly to you for 24 hours, respecting your martial prowess.

You and creatures of your choice have advantage on Charisma checks directed at the creature. The creature is helpful, providing you with information if you ask for it, but it will not endanger itself or follow your commands blindly.

Once you succeed on the contest for this ability, you cannot use it again until you complete a long rest.

SKILLED ADEPT

Beginning at 15th level, you regain 5 adept points when you complete a short rest.

SCHOOL MASTERY

Starting at 18th level, when you concentrate on one of the two martial schools you learned from this martial archetype, you gain the benefits of both schools' stances and can use the maneuvers of both.

MARTIAL SCHOOLS

Each martial school consists of one stance and several maneuvers. Each maneuver is given with its adept point cost to activate, the action, if any, required to activate it, and the conditions under which it can be activated.

USING MARTIAL SCHOOLS

You can activate a martial school you know as a bonus action and must immediately concentrate on its stance.

If a stance grants a benefit for concentrating on it, you immediately gain that benefit. You continue to gain that benefit and can use the school's maneuvers as long as you maintain your concentration on the stance. Concentrating on a stance follows the same rules as concentrating on a spell. You can only concentrate on one stance or one spell at a time, and any effect that would prevent you from concentrating on a spell prevents you from concentrating on a stance.

While you are concentrating on a stance, you can spend adept points to initiate maneuvers in that school. Each school lists its maneuvers, the adept point cost to activate it in parentheses, and the type of action (if any) required to spend adept points on a maneuver. If a maneuver is initiated by an attack, you cannot initiate another maneuver with the same attack.

Some maneuvers allow you to cast spells. Your spellcasting ability for these spells is the same as your adept ability for the maneuvers that let you cast them. A spell cast via a maneuver is cast at the lowest level spell slot possible. You can ignore material components, expensive or otherwise, for spells cast in this way, and you can perform somatic components with the same hand in which you wield a weapon.

You can end all effects of a school immediately by ending concentration on the stance. If you want to end a single effect of a school but still maintain its other effects, you can end a specific effect as a bonus action.

THE NINE SCHOOLS

The nine martial schools are listed here, in alphabetical order.

DESERT WIND

The school of the Desert Wind focuses on speed, agility, and a biting defense. Maneuvers often draw inspiration from the scorching heat and harsh sandstorms of the desert.

Stance: When you start concentrating on this stance, choose one of fire, lightning, or cold. This is your stance element. You gain resistance to that type of damage while

THE MARTIAL SCHOOLS

Martial School	Overview
Desert Wind	Reactionary defense and wide-area damage
Devoted Spirit	Healing and support through combat
Diamond Mind	Self-centered defense and accurate, heavy-hitting attacks
Iron Heart	High endurance and unmatched melee capability
Setting Sun	Reactionary offense and enemy control
Shadow Hand	Stealth and underhanded tactics
Stone Dragon	Unmatched endurance and punishing enemy control
Tiger Claw	Visceral damage and feral movement
White Raven	Group-focused support and combat

you concentrate on this stance. You can change this choice as a bonus action.

Burning Brand (*): When you hit a creature with a melee weapon attack on your turn, you can create a burst of energy as a bonus action by spending 1 or more adept points. Each creature other than you within 5 feet of the attack's target must make a Dexterity saving throw. It takes damage of your stance element equal to 1d6 per adept point you spent + your adept ability modifier on a failed save, or half as much on a successful one.

Holocaust Cloak (2): As an action, you can surround yourself in energy by spending 2 or more adept points. You gain 5 temporary hit points that last for 1 hour or until you lose concentration on this school. When a creature hits you with a melee weapon attack while you have these temporary hit points, it takes 5 damage of your stance element. For each adept point you spend beyond 2, the temporary hit points and damage dealt increase by 5.

Leaping Flame (3): When you are the target of a ranged attack by a creature you can see, you can use your reaction to teleport up to 100 feet to an unoccupied space within 5 feet of the attacker. You teleport after the attack hits or misses you. You cannot use this maneuver if your speed is 0.

Dragon's Flame (3): As an action, you can spend 3 or more adept points to spit flames in a 15-foot cone. Creatures in the cone must make a Dexterity saving throw. A target takes 4d6 damage of your stance element on a failed save, or half as much on a successful one. This damage increases by 1d6 and the cone increases by 10 feet for each adept point you spend beyond 3.

Rising Phoenix (5): As an action, you generate a column of heated air beneath you. For the next hour while you concentrate on this school, you gain a flying speed of 60 feet. When the effect ends, you descend slowly at a rate of 30 feet per round.

Raging Sandstorm (7): As an action, you can send out streams of living energy at your enemies. Choose a number

of creatures within 60 feet of you. Those creatures must make a Dexterity saving throw. Each target takes 8d6 damage of your stance element on a failed save, or half as much on a successful one. Those that fail this saving throw must then make a Constitution saving throw or be stunned until the end of your next turn.

Once you use this maneuver, your adept maximum becomes 6 until you finish a long rest.

DEVOTED SPIRIT

Faith and piety are not just for holy men. The school of the Devoted Spirit finds power in the purity of one's body and mind, letting one's essence reach out and effect the world around you.

Stance: While concentrating on this school's stance, when you hit a hostile creature with a melee weapon attack, choose a friendly creature within 30 feet of you. You can target yourself with this ability. That creature regains hit points equal to your adept ability modifier.

Vanguard Strike (2): When you hit a creature with a melee weapon attack, you can mark it as a prime target by spending 2 or more adept points. Your attack deals an extra 1d6 damage per adept point you spend. The next attack against that creature before the end of your next turn is made with advantage.

Shielding Spirit (2): When a creature within 10 feet of you, including yourself, is the target of a melee weapon attack that would hit it, you can use your reaction to give that creature a bonus to its AC equal to your adept ability modifier until the end of its next turn.

Entangling Blade (3): When you hit a creature with a melee weapon attack on your turn, you can entangle it with your very spirit as a bonus action. Your attack deals an extra 3d8 damage. The creature must make a Wisdom saving throw. On a failed save, the creature's speed becomes 0 for 1 minute. At the end of each of its turns, it can make another save to end this effect early.

Daunting Strike (5): When you hit a creature with a melee weapon attack on your turn, you can strike with unmatched ferocity as a bonus action. Your attack deals an extra 4d8 damage. The creature must make a Constitution saving throw. On a failed save, it has disadvantage on all ability checks and attack rolls for 1 minute. The creature can make another save at the end of its turn to end this effect early.

Aura of Triumph (6): As a bonus action, pick a number of creatures within 30 feet of you. For the next minute while you concentrate on this school, each creature regains hit points equal to your adept ability modifier each time it makes a successful attack.

Strike of Righteous Vitality (7): When you drop a creature to 0 hit points with a melee weapon attack on your turn, you can drain its spirit to bolster your own as a bonus action. The target immediately dies. You then gain a pool of points equal to the target's hit point maximum, which you can spend to restore hit points to yourself and any number of creatures within 30 feet of you.

Once you use this maneuver, your adept maximum becomes 6 until you finish a long rest.

DIAMOND MIND

No matter how sharp the blade, a dull mind leads to sloppy cuts. The Diamond Mind's students know this to be true. Perceptiveness and discipline of thought give you unmatched control of your body and the world around you.

Stance: While concentrating on this school's stance, when a creature misses you with an attack, it has disadvantage on its next attack against you before the start of your next turn.

Nightmare Blade (*): When you make a weapon attack on your turn, you can expend 1 or more adept points as a bonus action. Make a Wisdom (Insight) check with a DC equal to the creature's AC. If you would have advantage on an attack against this creature, you can make this check with advantage.

On a success, your attack is made with advantage, dealing an extra 1d8 psychic damage for each adept point you spent. If you spend 3 or more adept points and hit, the creature must then make a Wisdom saving throw or be frightened of you until the end of your next turn. If you fail the check, the attack is made as normal, dealing normal damage.

Bounding Assault (1): You can take the Dash action as a bonus action.

Disrupting Blow (3): When you hit with a melee weapon attack on your turn, you can attempt to momentarily stun the target as a bonus action. Your attack deals an extra 3d8 damage. The target must make a Constitution saving throw. On a failed save, the creature is incapacitated until the end of your next turn. On a successful save, the creature is immune to this maneuver until you finish a long rest.

Time Stands Still (5): You stop time around you for but a moment. You gain another action for this turn. Once you use this maneuver, you cannot use it again until you finish a long rest.

Avalanche of Blades (6): As an action, you can create a barrage of attacks against a single creature. Choose a creature within 5 feet of you. You can make melee weapon attacks against this creature until you miss with one, with each attack having a cumulative -1 penalty to its attack roll.

Once you use this maneuver, you cannot use it again until you finish a short or long rest.

Diamond Body (7): As an action, your mind's clarity can warp the world around you, throwing off the blows of normal weapons. While you concentrate on this school, you are immune to non-magical bludgeoning, piercing, and slashing damage for 1 minute. At the end of each of your turns, you must make a DC 20 Wisdom (Insight) check. On a failure, the effect ends early.

Once you use this maneuver, your adept maximum becomes 6 until you finish a long rest.

IRON HEART

Power can be found in one's very steel. A blade is itself the source of power for Iron Heart disciples, who concentrate on the reflections of their blades to perform superhuman feats with their weaponry.

Stance: While concentrating on your Iron Heart stance, your speed increases by 10 feet. Your reach with melee weapon attacks increases by 5 feet.

Steel Wind (*): As an action, you can spend 2 or more adept points to target multiple creatures with an attack. Choose a creature within your reach for each adept point you spend and make a melee weapon attack. Each creature you chose that the attack roll would hit takes damage from the attack plus an extra 1d8 damage.

If you have advantage or disadvantage against any of the targets, roll a second attack roll. Use the higher of the two attack rolls against creatures you have advantage against, the lower for disadvantage, or the first for neither.

Disarming Strike (2): When you hit a creature wielding a weapon with a weapon attack on your turn, you can attempt to disarm it by spending 2 or more adept points. Your attack deals an extra 1d6 damage for each adept point you spend. Pick an item the creature is holding. The creature must make a Strength saving throw. On a failed save, the creature drops the item. You can then use a bonus action to kick the item up to 30 feet away.

Wall of Blades (2): When you are the target of a melee weapon attack, you can react with a flurry of strikes. Make a melee weapon attack against the creature. If your attack hits, it deals an extra 1d8 damage and the target's attack misses you.

Lightning Recovery (3): When you make a melee weapon attack on your turn using the Attack action and miss, you can use a bonus action to make the attack again with advantage. If you hit, the attack deals an extra 1d8 damage.

Iron Heart Endurance (3): You regain hit points equal to 2d10 + your adept ability modifier as a bonus action. Once

you use this maneuver, you cannot use it again until you complete a short or long rest.

Iron Heart Surge (5): As an action, you can end one condition currently effecting you. You can do this even if a condition otherwise prevents you from taking actions, unless you are unconscious.

Strike of Perfect Clarity (7): When you make a weapon attack on your turn, you can strike with extreme precision. Make the attack with advantage. If you hit, you can roll each of the damage dice for the attack three times. If the attack is a critical hit, you can roll each of the damage dice four times.

Once you use this maneuver, your adept maximum becomes 6 until you finish a long rest.

SETTING SUN

To the students of the Setting Sun, strength is an illusion. Letting go of the idea of personal strength allows one to use an opponent's strength against them, to great result.

Stance: While concentrating on this stance, when a creature attacks you with a weapon attack and misses or when you hit with a melee weapon attack, you can immediately move 5 feet without provoking opportunity attacks. You can move up to your speed in this manner each round.

Mighty Thrust (*): When you hit a creature with a weapon attack, you can spend 1 or more adept points to force them back. Your attack deals an extra 1d6 damage for each adept point you spend. The creature must make a Strength saving throw. The creature is pushed 5 feet away from you for each adept point you spent on a failed save. If the creature fails the saving throw by 5 or more and is pushed back at least 15 feet, it is also knocked prone.

Counter Charge (1): When a creature enters your reach, you can spend 1 adept point to make an opportunity attack against it as a reaction.

Clever Positioning (2): When a willing creature within 5 feet of you is the target of an attack, you can use your reaction to swap places with it. You become the target of the attack, which is made with disadvantage.

Mirrored Pursuit (3): When a creature you can see within 30 feet of you moves farther away from you, you can match its movement as a reaction. You can move up to your speed, following it along the quickest path. This movement does not provoke opportunity attacks.

Scorpion Parry (3): When you are the target of a melee weapon attack, you can use your reaction to aim the attack at another creature. Choose one creature within 5 feet of the attacking creature, including the attacking creature. That creature becomes the new target of the attack.

Hydra Slaying Strike (5): When you hit a creature with a melee weapon attack, you can use your bonus action to hamper it. Your attack deals an extra 6d6 damage. The creature must make a Constitution saving throw. On a failed save, if the creature can make multiple attacks on its turn, it can only make one. If it can only make one normally, it makes that attack with disadvantage. This effect lasts for 1 minute. The creature can make another saving throw at the end of its turn to end this effect early.

Tornado Throw (7): As an action, you whip your opponents away from you. Each creature of Large size or smaller within 5 feet of you must make a Strength saving throw. On a failed save, it gets thrown 30 feet away from you, lands prone, and takes 6d6 points of bludgeoning damage. If the creature hits a wall, object, or creature, it takes an additional 1d6 bludgeoning damage for each 5 feet it travelled. On a successful save, the creature is only thrown 15 feet away, does not land prone, and takes half as much damage.

Once you use this maneuver, you cannot use a maneuver that requires 7 adept points until you complete a long rest.

SHADOW HAND

The power of deception is not to be underestimated. The Shadow Hand teaches that the most effective blow is one against an opponent who does not even know they are in danger.

Stance: While concentrating on this school's stance, when you hit a creature with a weapon attack you have advantage on, you deal an extra 1d6 damage. You can add your adept ability modifier to your Dexterity-based skill checks.

One With Shadow (1): You can take the Hide action as a bonus action.

Shadow Jaunt (1): As an action while you are standing in a dim light or darkness, you can teleport to another area in dim light or darkness up to 50 feet away.

Enervating Shadow Strike (2): When you hit a creature with a melee weapon attack on your turn, you can spend 2 or more adept points to drain them of energy. Your attack deals an extra 1d6 damage for each adept point you spend. The creature must make a Constitution saving throw. On a failed save, its maximum hit points decrease by the total damage you dealt with the attack.

Death in the Dark (3): As an action, you can cast *darkvision* or *invisibility*, targeting yourself, or *darkness*. *Darkness* and *invisibility*, when cast in this way, have a duration of 1 minute and do not require concentration.

Hand of Death (5): When you hit a surprised creature with a melee weapon attack on your turn, you can strike

them with the fear of death as a bonus action. The creature must make a Constitution saving throw. On a failed save, the creature is paralyzed for 1 minute and takes 4d8 necrotic damage, or half as much on a successful save. At the end of each of its turns, the target can make another saving throw to end the paralysis early.

Five-Shadow Creeping Ice Enervation Strike (7):

When you hit a creature with a melee weapon attack on your turn, you can pierce your enemy's very soul as a bonus action. The creature must make a Constitution saving throw. On a failed save, the creature has disadvantage on all attack rolls, ability checks, and saving throws, and its speed and maximum hit points are halved. These effects last for 1 minute. The creature can attempt another save at the end of each of its turns to end these effects early.

Once you use this maneuver, your adept maximum becomes 6 until you finish a long rest.

STONE DRAGON

The Stone Dragon looks to the peaks of the world for inspiration, teaching the powers of strength and endurance to outlast and crush any foe.

Stance: At the beginning of your turn while you concentrate on this school, you can use your bonus action to gain temporary hit points equal to your proficiency bonus + your adept ability modifier. These temporary hit points last until the beginning of your next turn.

Stone Vise (2): When you hit a creature with a weapon attack, you can stop it in its tracks by spending 2 or more adept points. Your attack deals an extra 1d6 damage for each adept point you spend. The creature must make a Strength saving throw. On a failed save, the creature's speed becomes 0 until the end of its next turn.

Mountain Avalanche (3): When you hit a creature with a weapon attack, you can knock it to the ground with the power of your attack. Your attack deals an extra 3d8 points of damage. The creature must make a Strength saving throw or fall prone.

Earthquake Strike (5): As an action, you channel your martial power into the ground, causing the ground to shake. Creatures within 30 feet of you must make a Strength saving throw. Each creature takes 6d6 bludgeoning damage and falls prone on a failed save, or takes half as much damage on a successful one.

Stone Hide (6): As an action, you can harden your skin to be as strong as stone. For 1 minute while you concentrate on this school, you gain resistance to bludgeoning, piercing, and slashing damage.

Mountain Tombstone Strike (7): When you hit a creature with a melee weapon attack on your turn, you can strike with the force of a mountain as a bonus action.

The creature must make a Constitution saving throw. Roll 2d8 and add them together. The creature takes a penalty to its Constitution score equal to the result on a failed save, or half as much on a successful one. The creature's current and maximum hit points drop by 4 times the penalty to its Constitution score. If the creature's Constitution score, maximum hit points, or current hit points drop to 0 or lower, it dies. This penalty lasts until the creature completes a long rest.

Once you use this maneuver, your adept maximum becomes 6 until you finish a long rest.

TIGER CLAW

Consciousness is the enemy of instinct. The Tiger Claw school teaches that victory is not found in the sphere of the mind but in the lower levels of one's psyche, where a wild animal desires a hunt.

Stance: While concentrating on this stance, you gain smell-based blindsight out to 30 feet. You have advantage on Wisdom (Survival) to track creatures and Wisdom (Perception) checks related to smell.

Sudden Leap (*): As a bonus action, you can spend 1 or more adept points to make a long or high jump, with or without a running start. Your long jump is 5 feet per adept point spent, and your high jump is half as high. This jump is not restricted by your movement, but it reduces your speed to 0 until the end of your turn.

Feral Movement (1): You can take the Disengage action as a bonus action.

Rabid Bear Strike (1): When you take the Attack action on your turn, you can spend 1 adept point to charge into a temporary, reckless rage. Each attack you make on that turn is made with advantage and deals an extra 1d8 damage, but each attack against you before the start of your next turn is made with advantage as well.

Claw at the Moon (2): When you make a melee weapon attack after making a long or high jump on your turn, you can spend 2 adept points to deal an extra 1d8 points of damage per 5 feet you traveled with that jump.

Natural Alteration (3): You can cast *alter self*, targeting yourself. This spell does not require concentration when cast in this way.

Fountain of Blood (5): When you drop a creature to 0 hit points with a weapon attack on your turn, you can strike fear into the heart of your other enemies as a bonus action. The creature dies. Choose a number of creatures within 30 feet of you. Each of those creatures must make a Wisdom saving

throw. On a failed save, those creatures are frightened of you for 1 minute. At the end of a creature's turn, it can make another saving throw to end the effect early.

Beast Form (6): You cast *polymorph*, targeting yourself. When cast in this way, the spell does not require concentration. Once you use this maneuver, you cannot use it again until you complete a long rest.

Feral Death Blow (7): When you make a long or high jump before making a melee weapon attack on your turn, you can spend 7 adept points to slay the creature outright. If the attack hits, you deal damage as normal, and the creature must make a Constitution saving throw. The creature drops to 0 hit points on a failed save, or takes an extra 8d8 necrotic damage on a successful one.

Once you use this maneuver, your adept maximum becomes 6 until you finish a long rest.

WHITE RAVEN

Strength in numbers is not to be underestimated. If you lead those willing to follow, their strength will make you great, and your leadership will bring them to greatness. The school of the White Raven focuses on such wisdom.

Stance: While concentrating on this stance, when you hit a creature with a melee weapon attack on your turn, it cannot take reactions until the start of its next turn.

Leading the Attack (*): When you hit a creature with a melee weapon attack on your turn, you can give an opening to your allies by spending 1 or more adept points. The next weapon attack against it by a creature other than you is made with advantage and deals an extra 1d6 damage per adept point you spend if it is made before the end of your next turn.

Bolstering Voice (2): Choose one creature that can hear you within 30 feet of you as a bonus action. That creature becomes bolstered until the end of its next turn. A bolstered creature can roll a d4 and add it to each saving throw, attack roll, and ability check it makes. Once you've bolstered a creature, it cannot be bolstered again until it completes a short rest.

Raven's Piercing Glare (3): You can cast *charm person* or *command* as an action.

Swarm Tactics (3): As a bonus action, you can allow a creature of your choice within 30 feet of you that can hear you to move up to its speed or make a weapon attack as a reaction. If it makes an attack, the creature deals an extra 1d10 points of damage. You can choose one more creature for this benefit for each adept point you spend beyond 3.

White Raven Hammer (5): You hammer a foe with all your might. When you hit a creature with a melee weapon attack, you can spend 5 adept points as a bonus action. Your

attack deals an extra 6d6 damage. The creature must make a Constitution saving throw. On a failed save, it is stunned for 1 minute. At the end of each of the creature's turns, it can make another saving throw to end the effect early. Once a creature makes a successful save, it is immune to this maneuver until you finish a long rest.

War Master's Charge (7): As a bonus action, you can command all of your allies to charge. As a reaction, choose a number of creatures within 60 feet of you that can hear you. Each of those creatures can use its reaction to move up to its speed and make a melee weapon attack, dealing an extra 2d6 damage of the same type dealt by its weapon.

Once you use this maneuver, your adept maximum becomes 6 until you finish a long rest.